



REPLACEMENT SHEET

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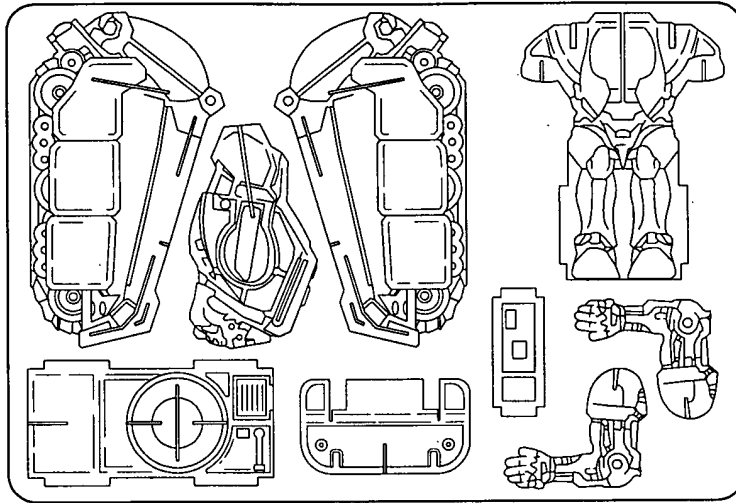


Fig. 1A

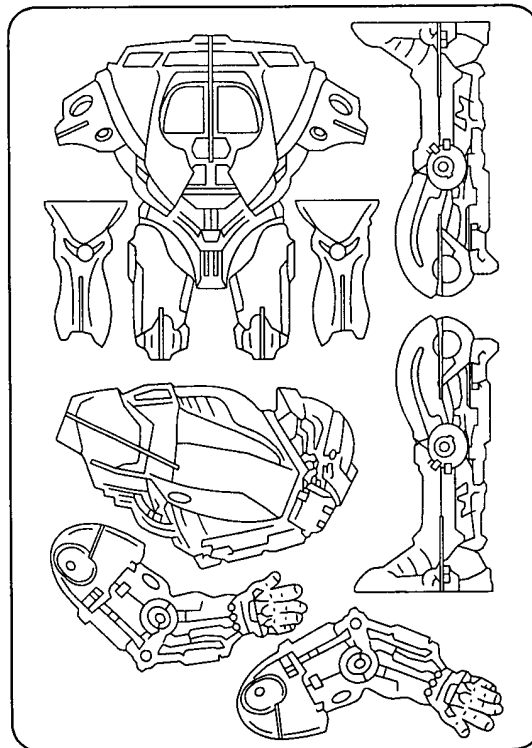


Fig. 1B

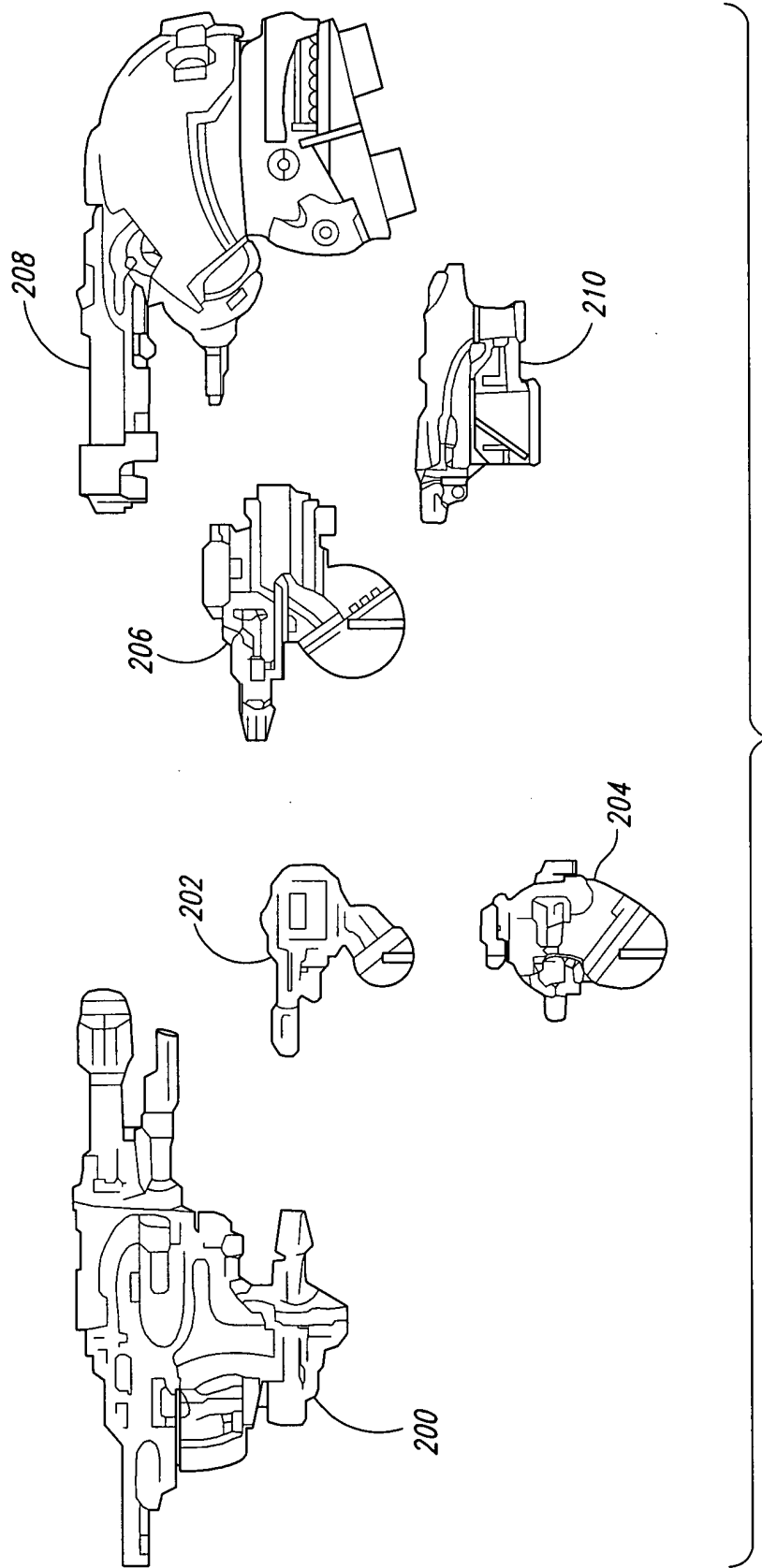


Fig. 2

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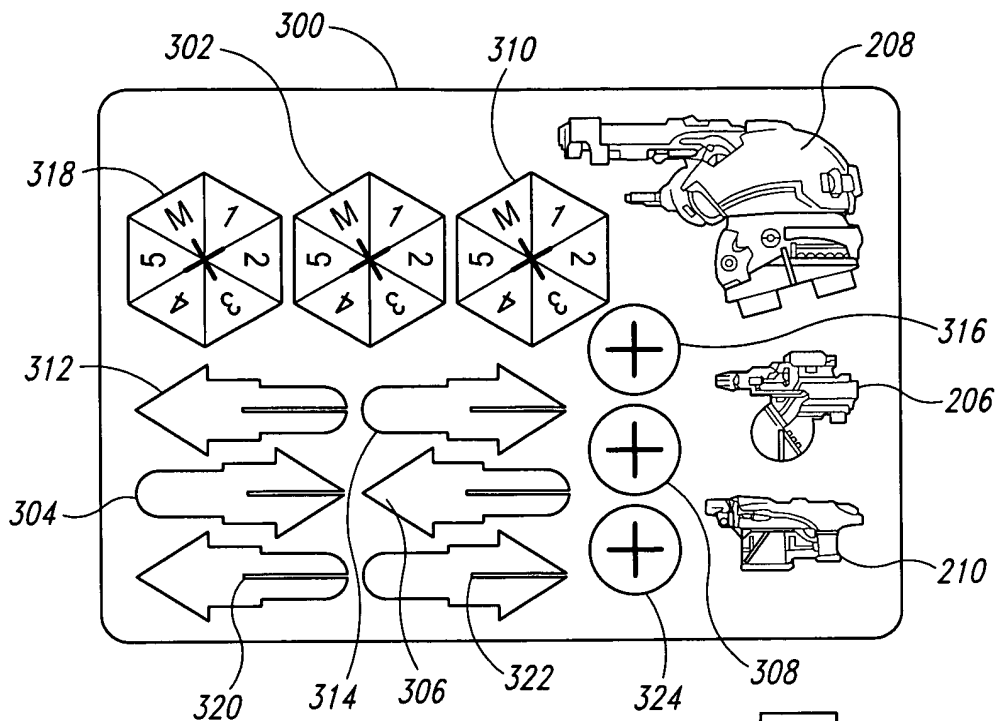


Fig. 3

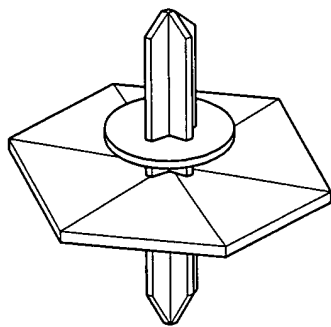
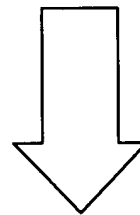


Fig. 4A

TWO SIDED TOP
DIFFERENT OR BOTH SIDES

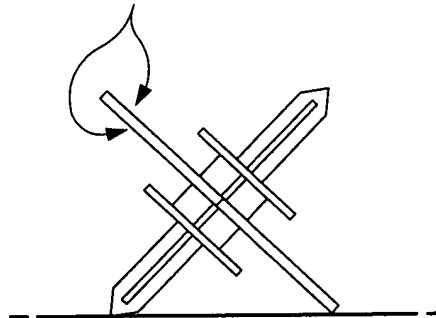


Fig. 4B

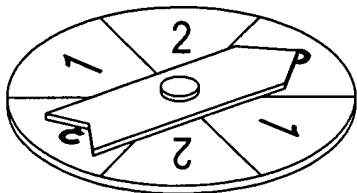


Fig. 5A

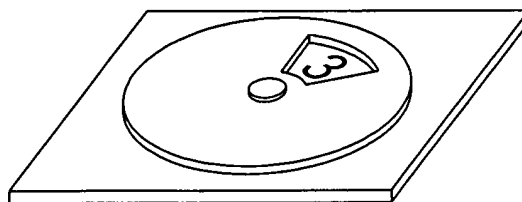


Fig. 5B

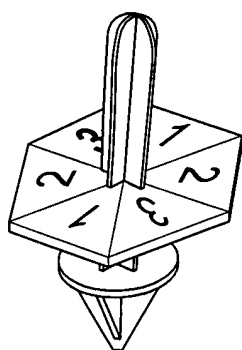


Fig. 5C

NOTE: TOP ALWAYS
LANDS ON FLAT.

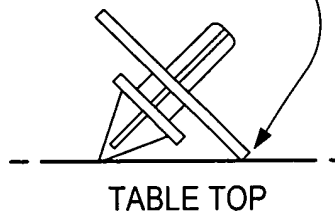


Fig. 5D



Fig. 5E

NOTE: TOP FALLS
OVER FLAT WHEN
NOT IN MOTION.

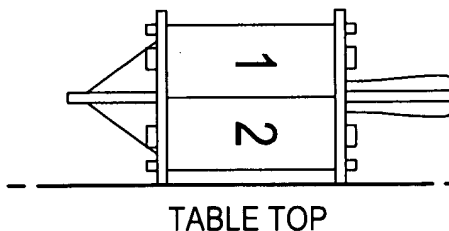
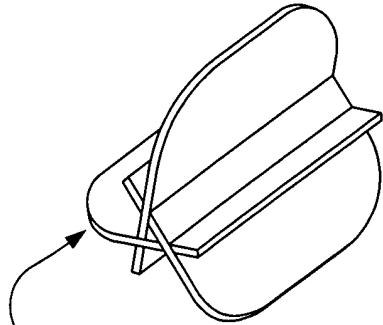


Fig. 5F



NOTE: CORNERS ARE ROUNDED
TO PREVENT LANDING ON ENDS.

Fig. 5G

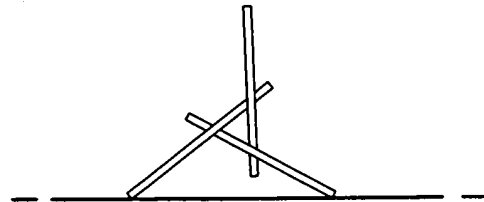
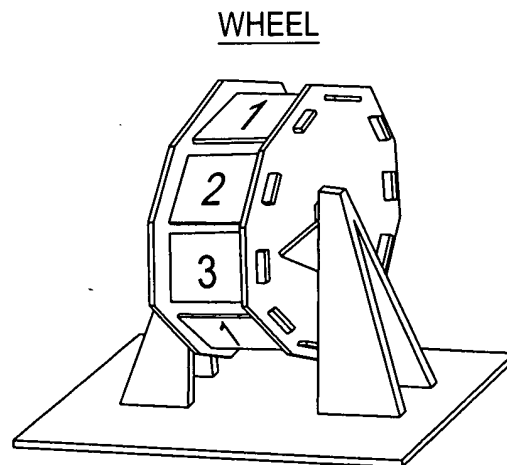


TABLE TOP

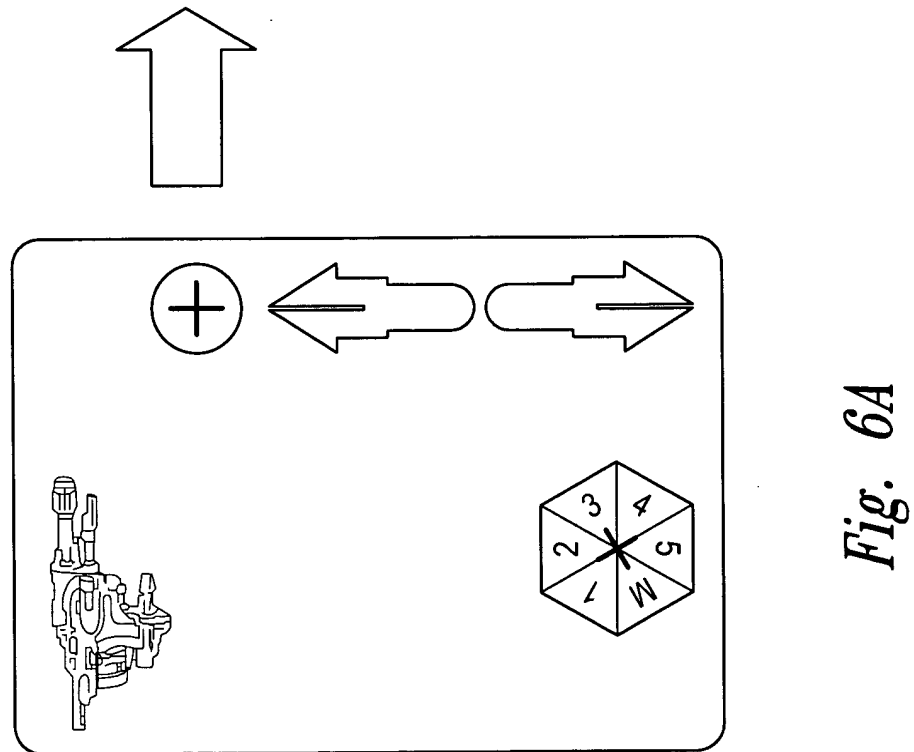
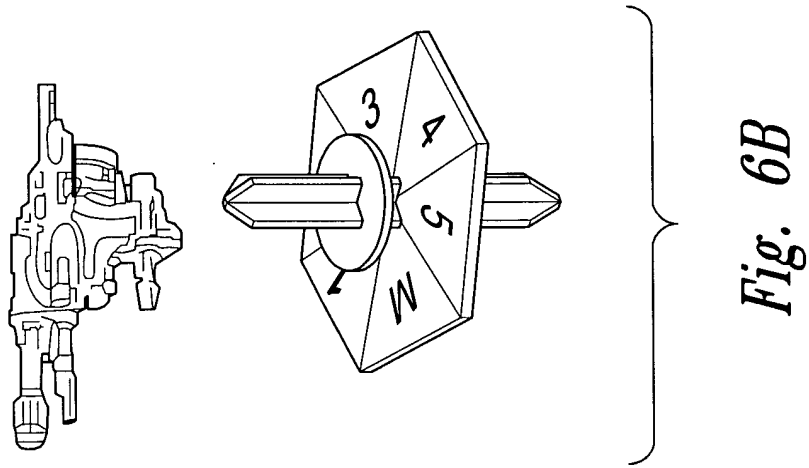
Fig. 5H



SET UP

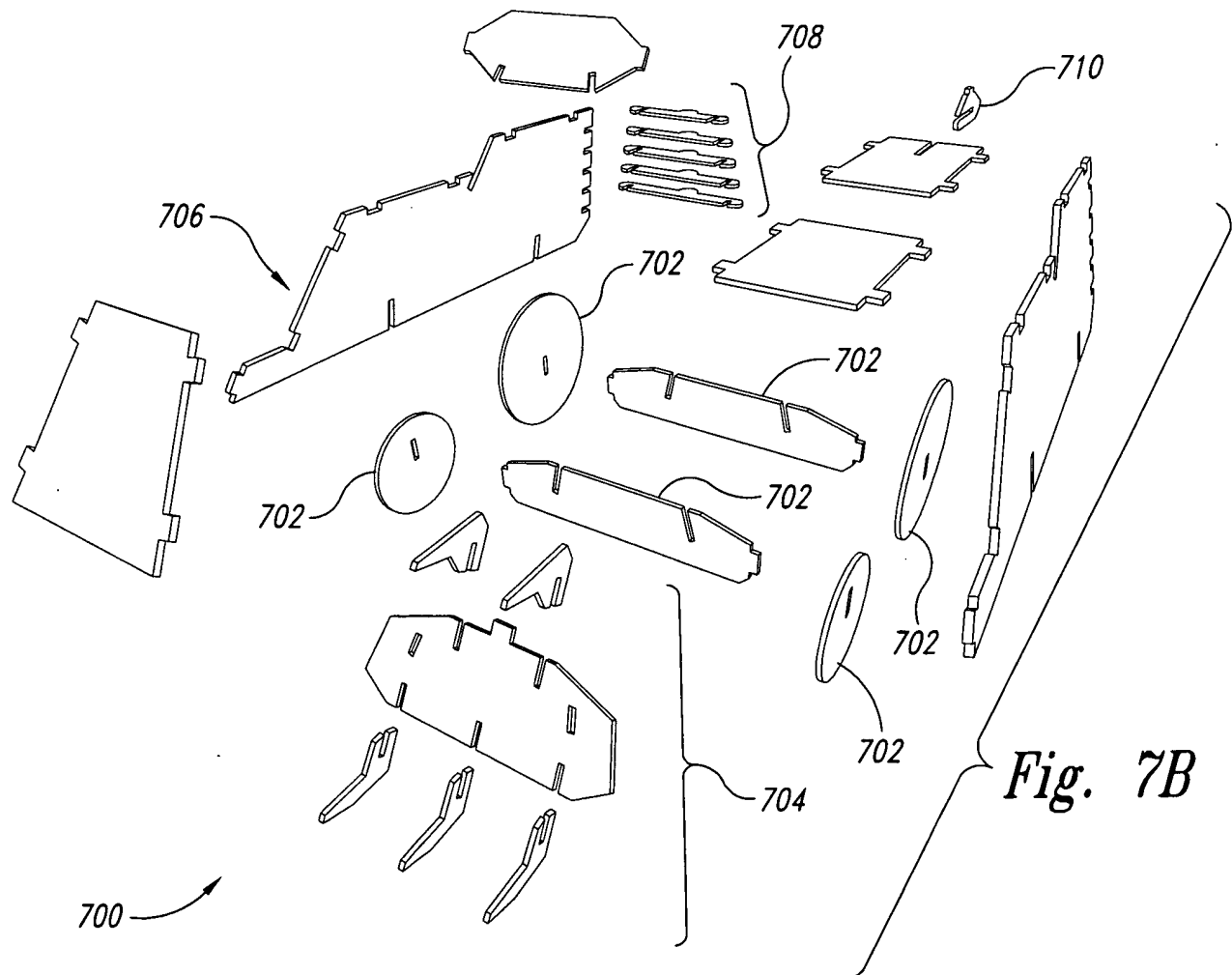
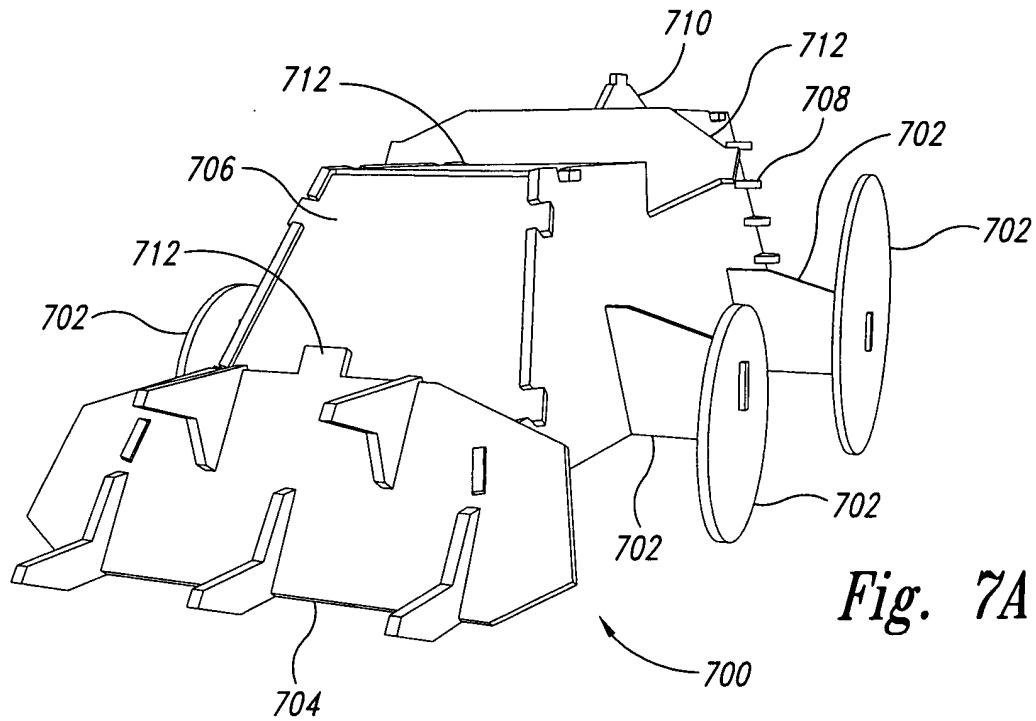
1 TO 3
1 TO 6
1 TO 12

Fig. 5I



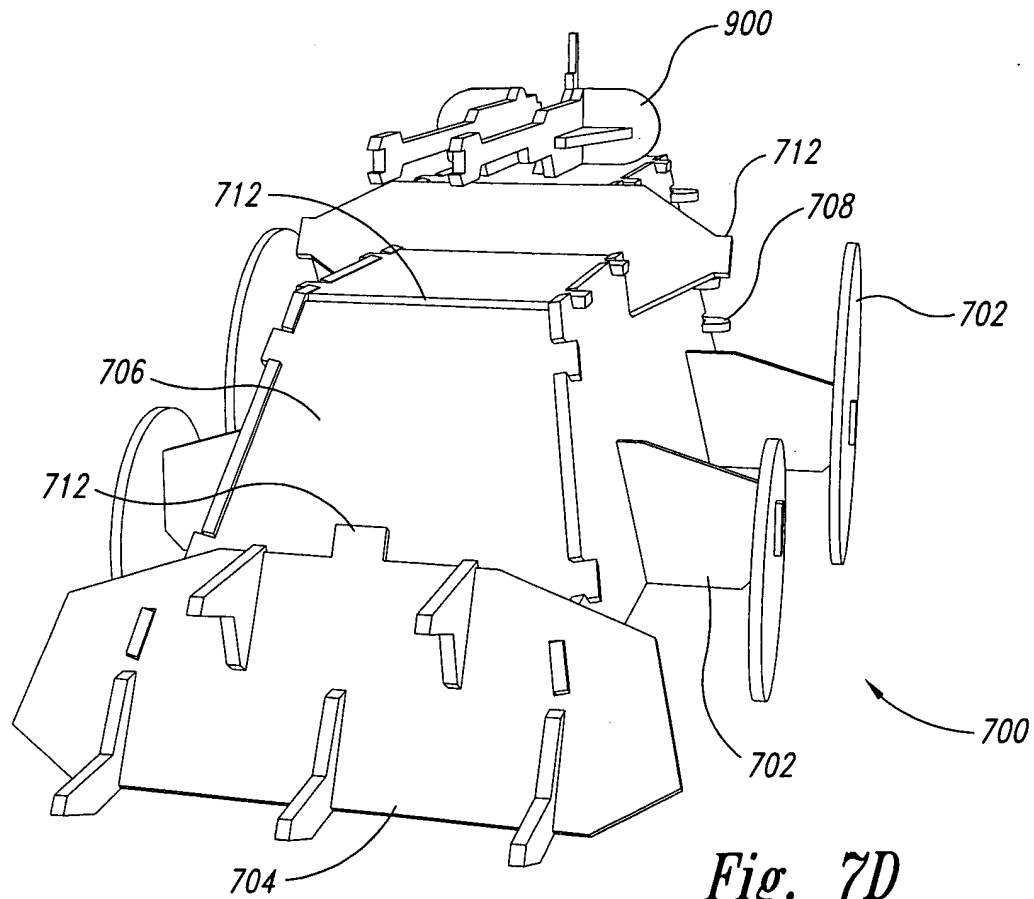
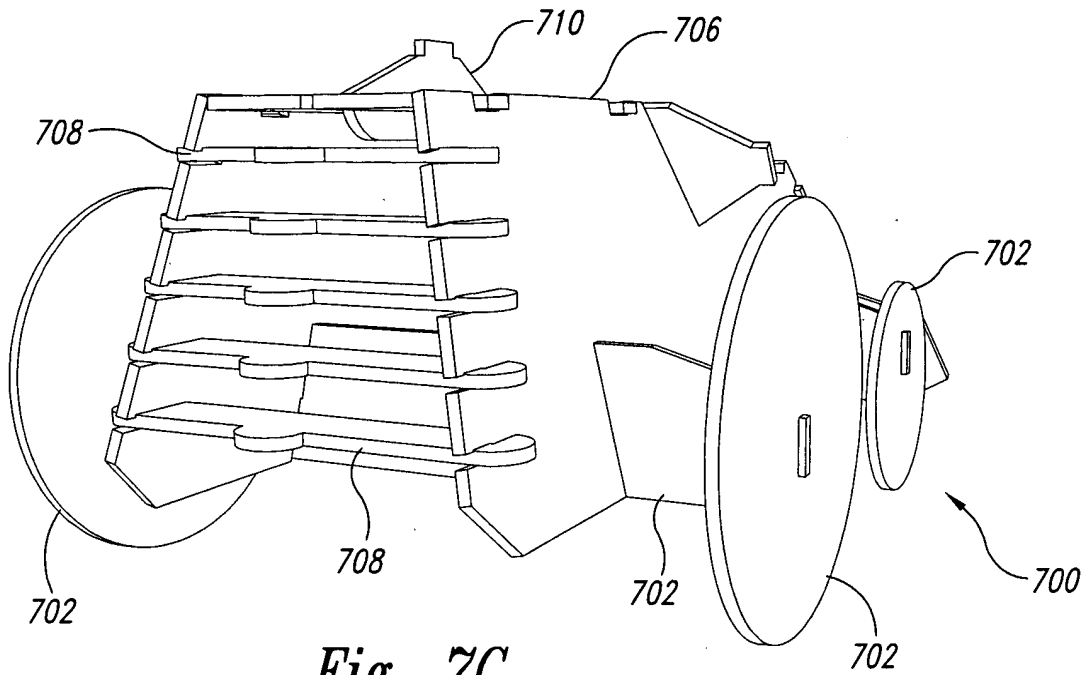
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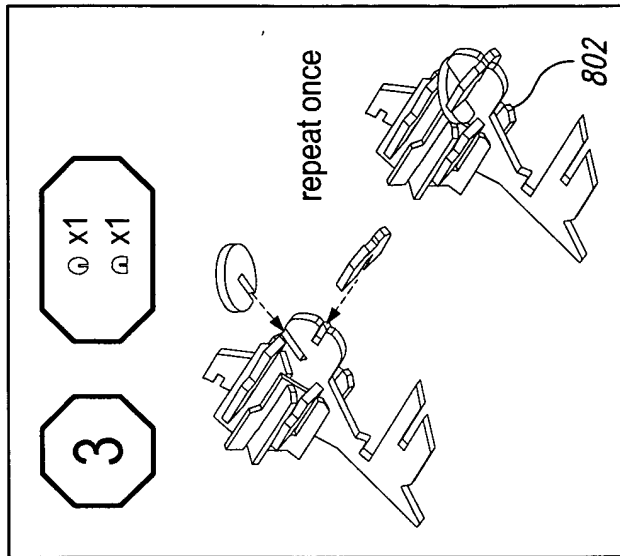


Fig. 8C

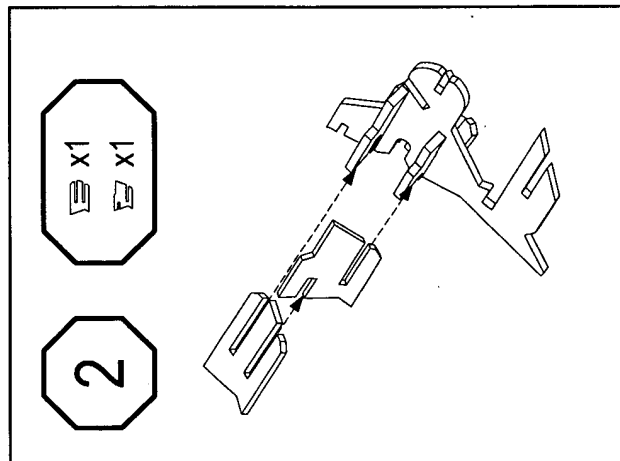


Fig. 8B

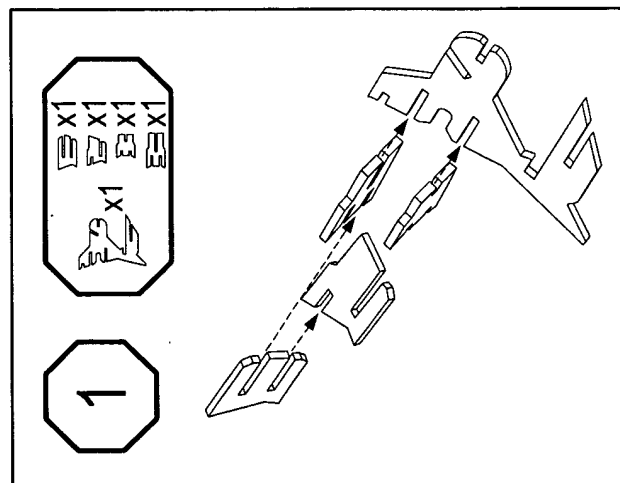


Fig. 8A

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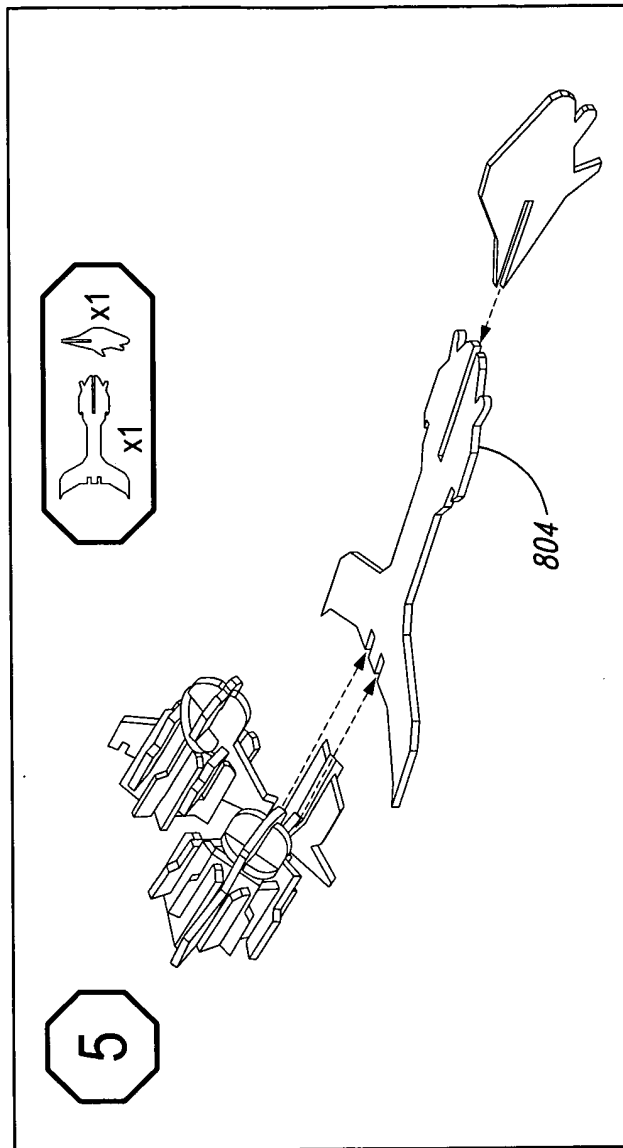


Fig. 8E

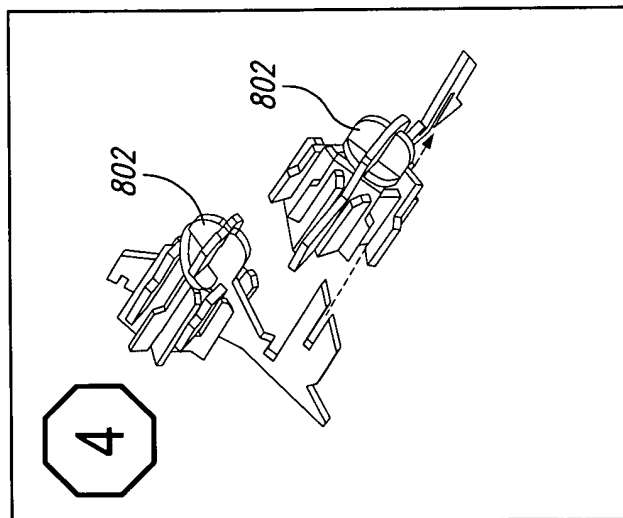


Fig. 8D

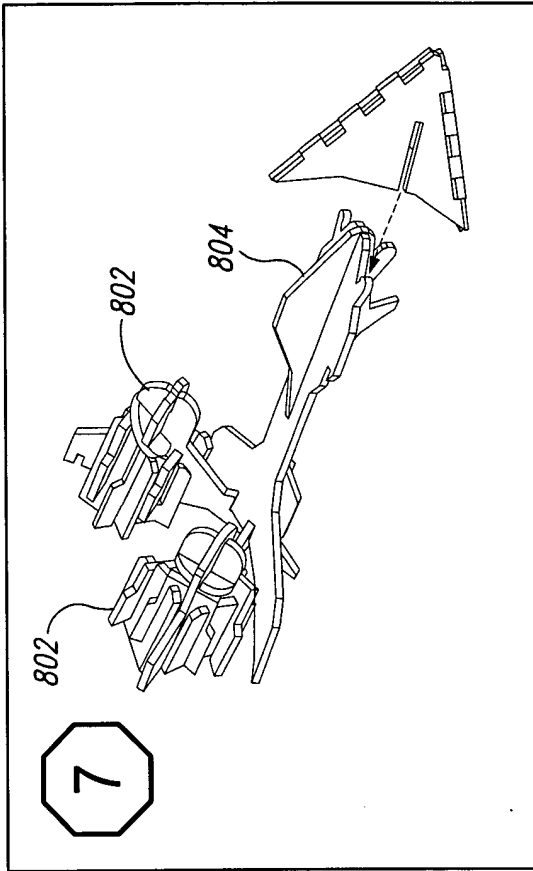


Fig. 8G

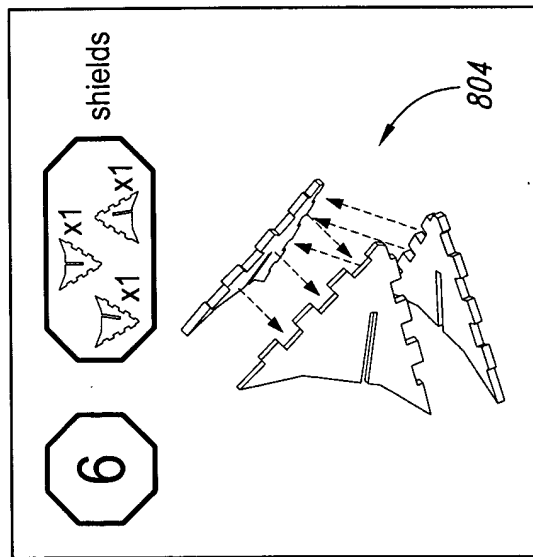


Fig. 8F

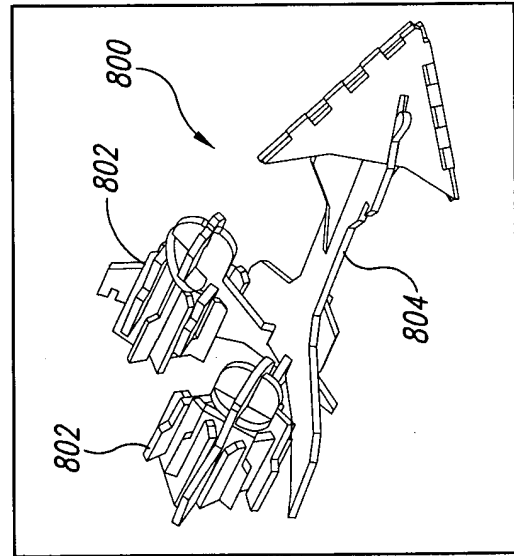


Fig. 8H

REPLACEMENT SHEET

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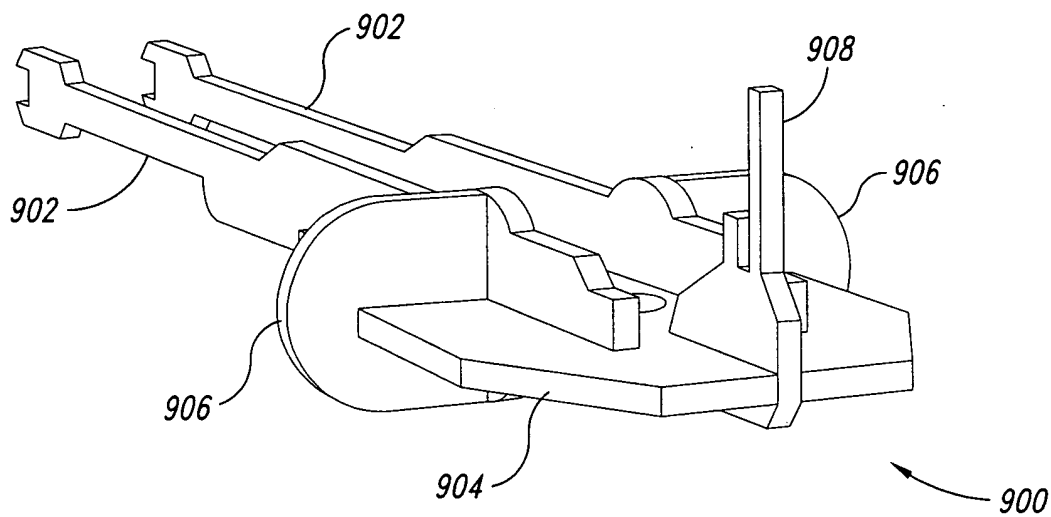


Fig. 9A

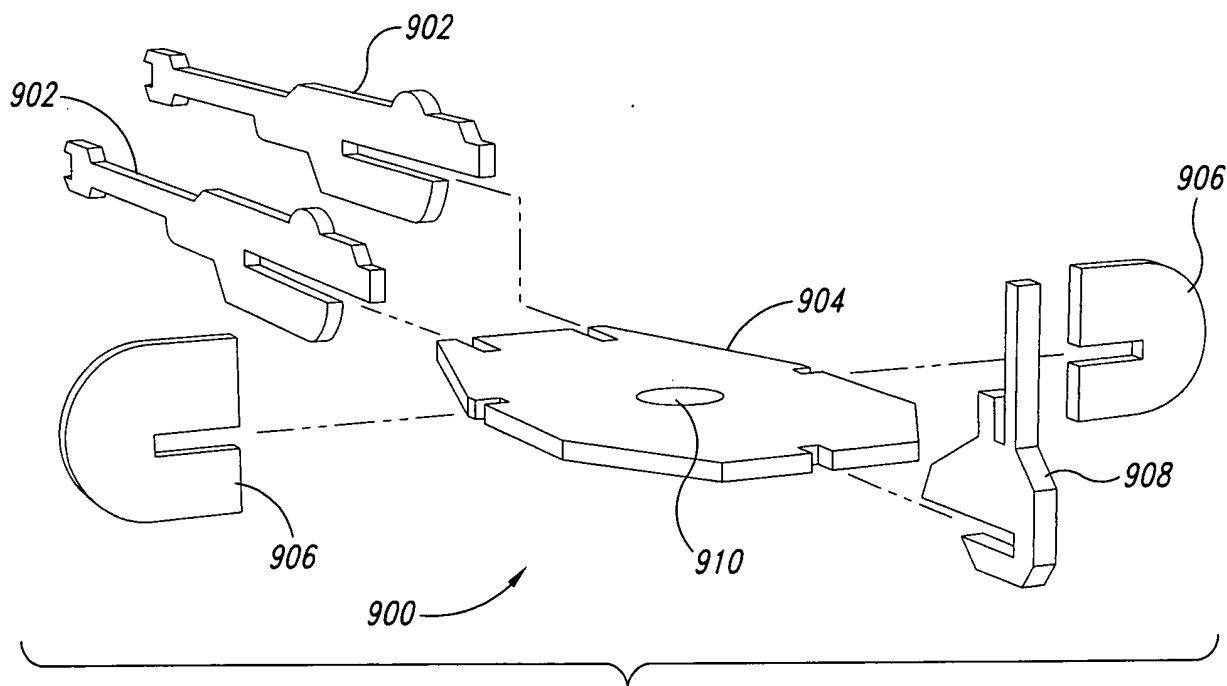


Fig. 9B

REPLACEMENT SHEET

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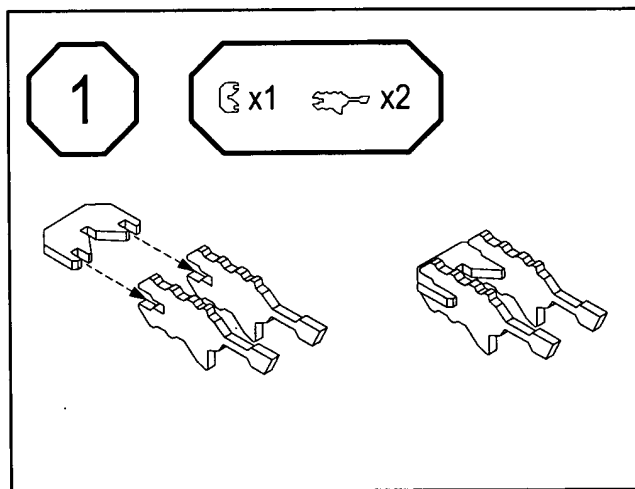


Fig. 10A

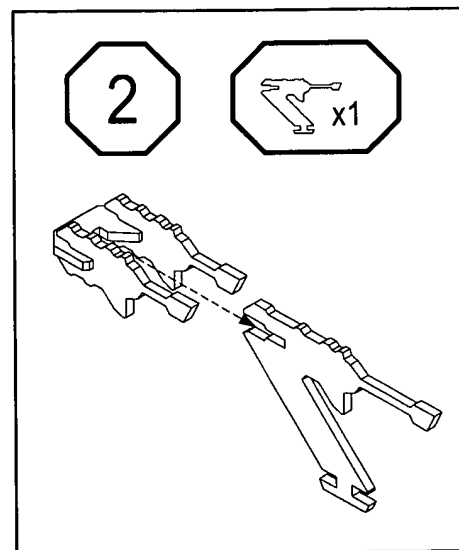


Fig. 10B

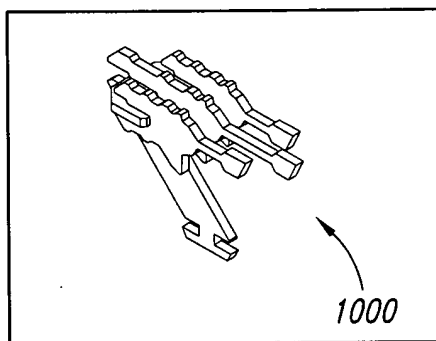


Fig. 10C

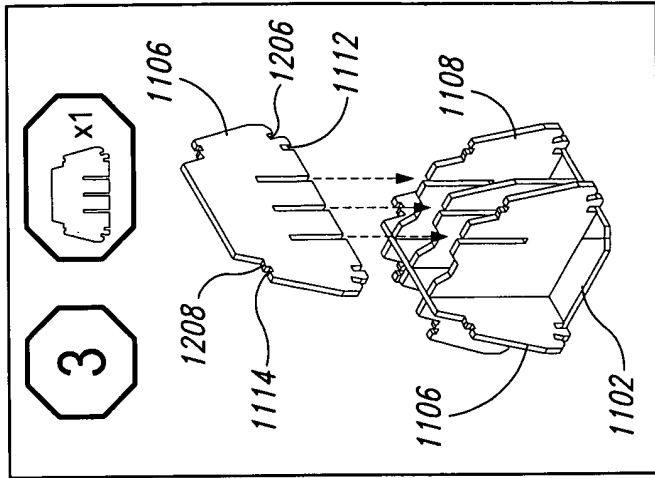


Fig. 11C

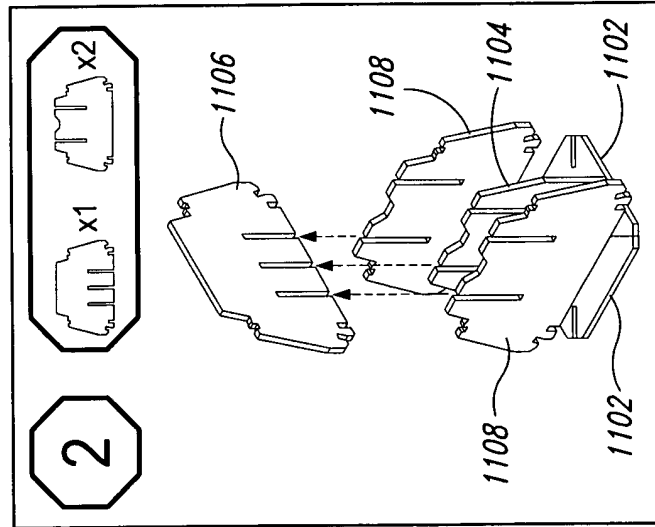


Fig. 11B

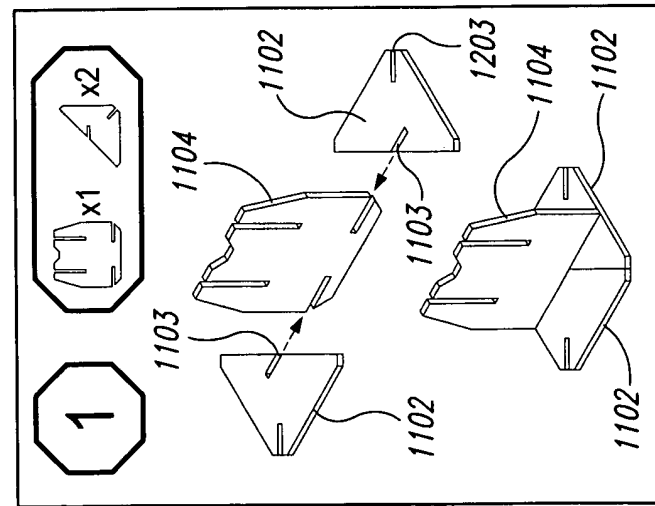


Fig. 11A

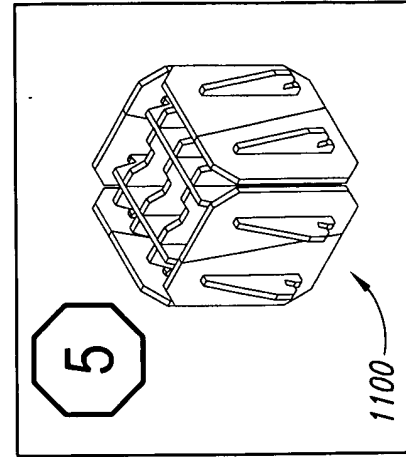


Fig. 11E

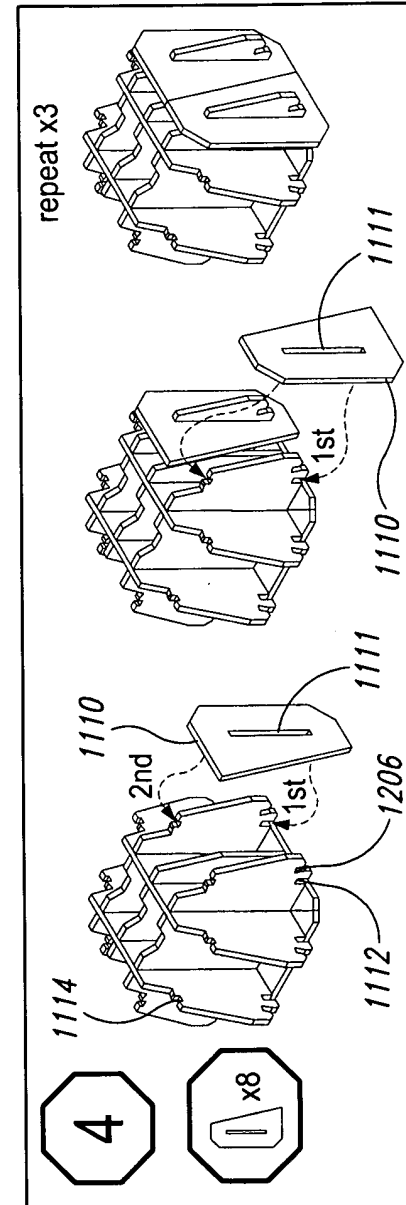


Fig. 11D

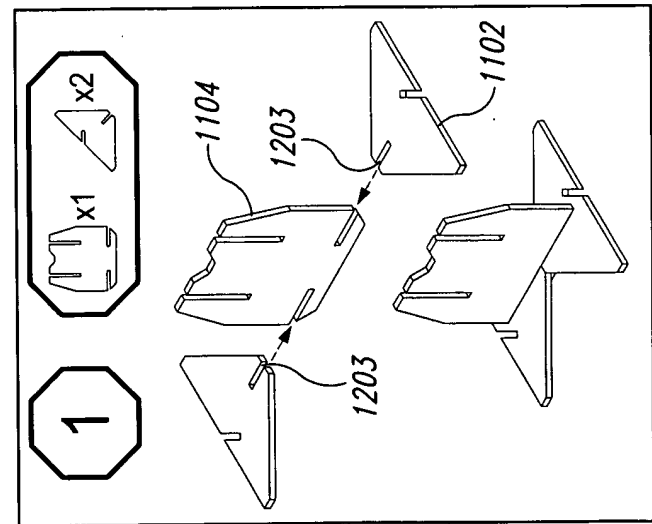


Fig. 12A

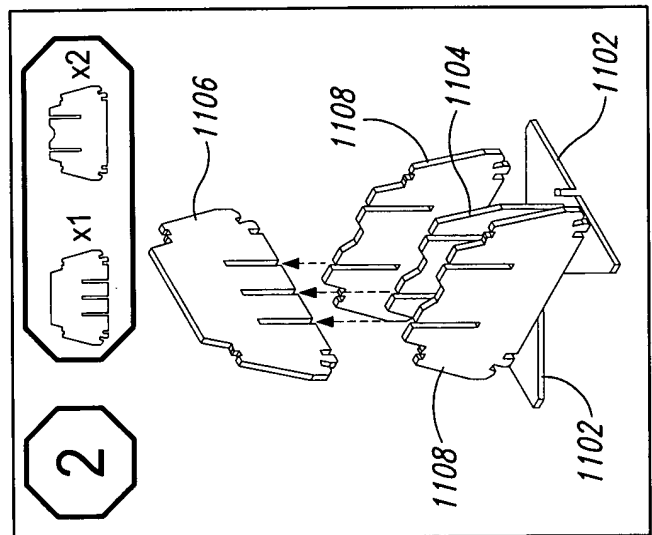


Fig. 12B

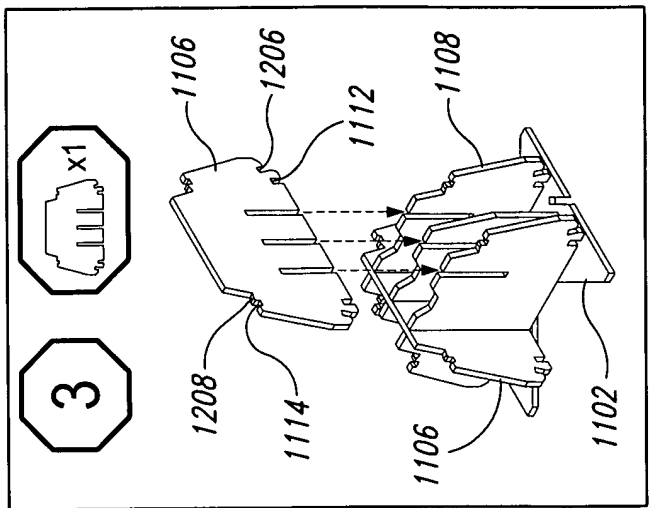


Fig. 12C

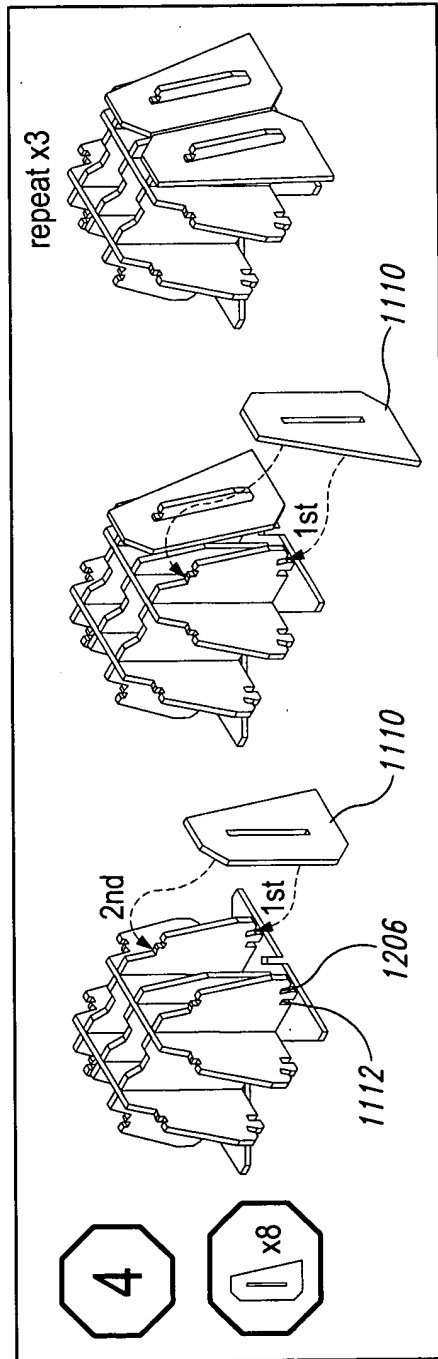


Fig. 12D

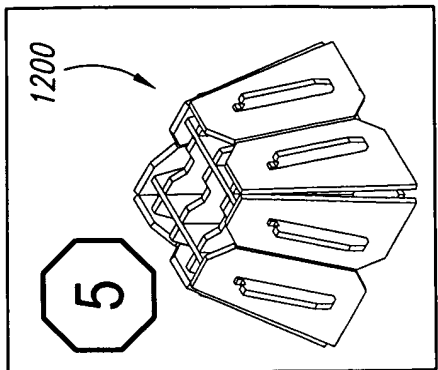


Fig. 12E

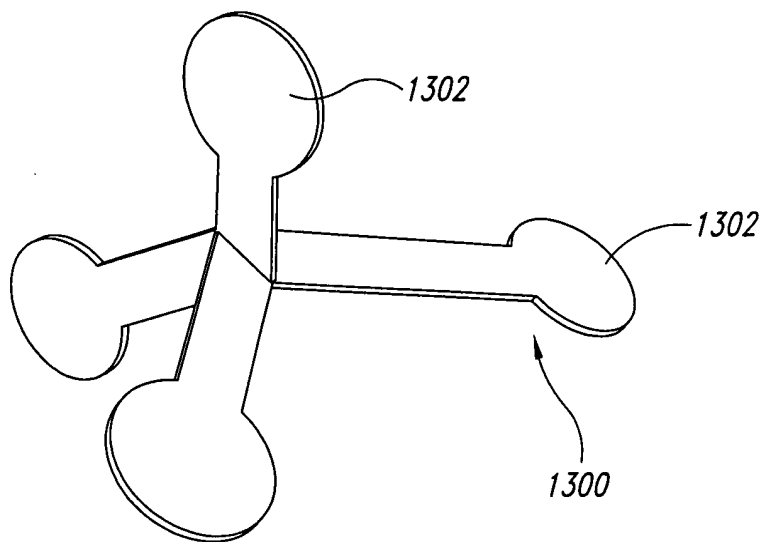
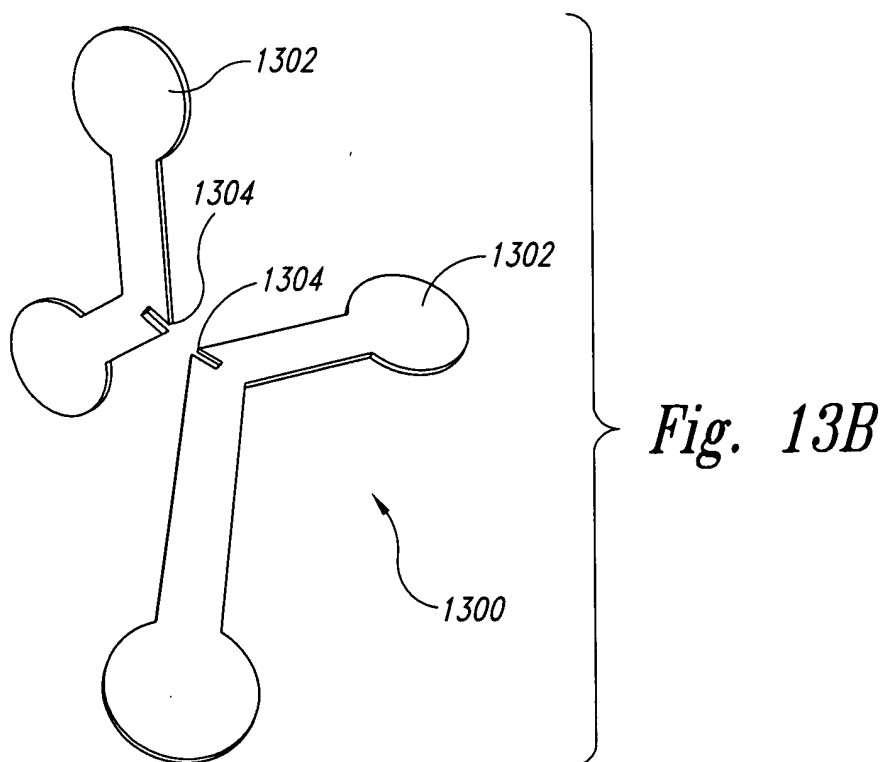


Fig. 13A



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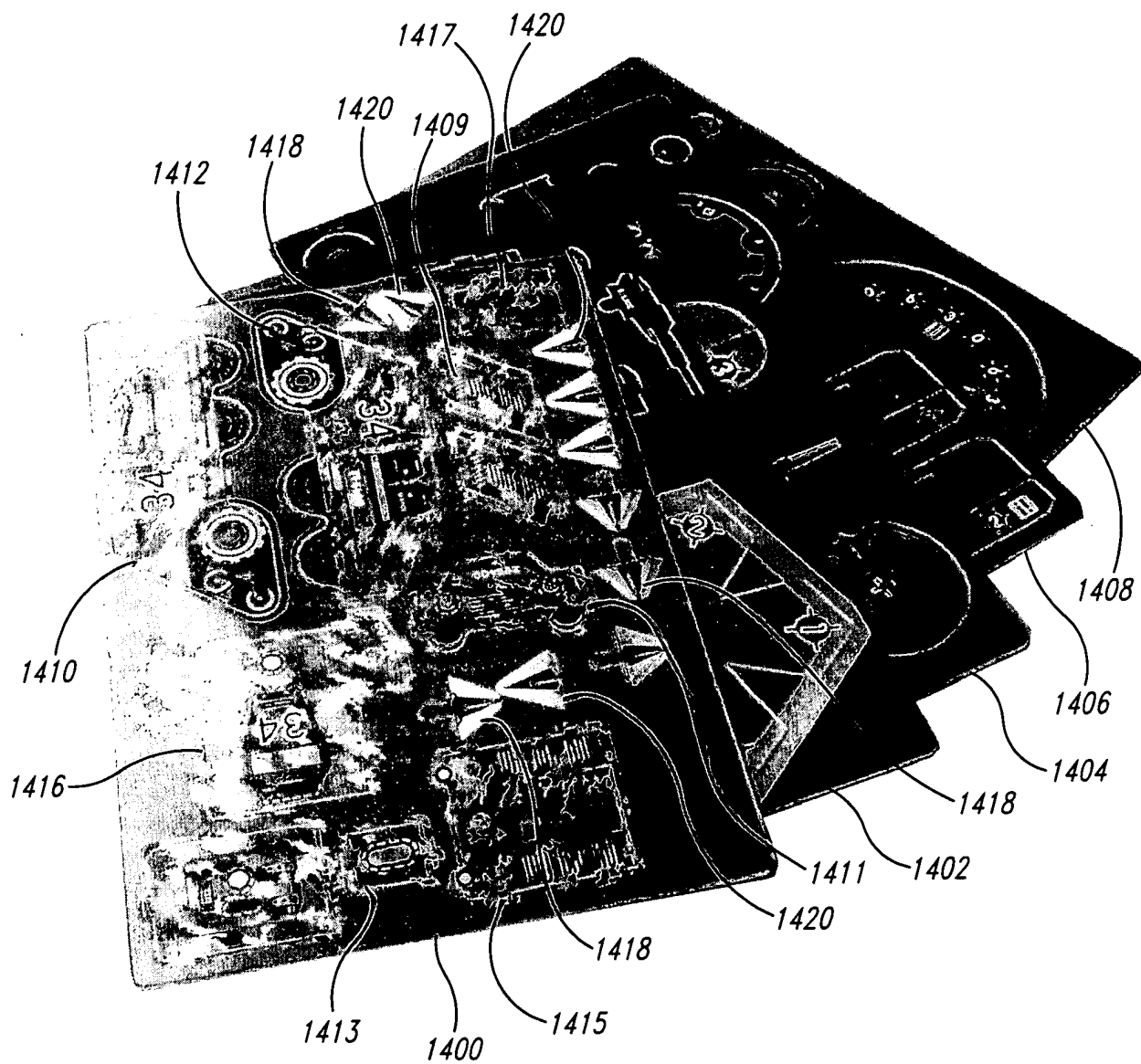


Fig. 14A

REPLACEMENT SHEET

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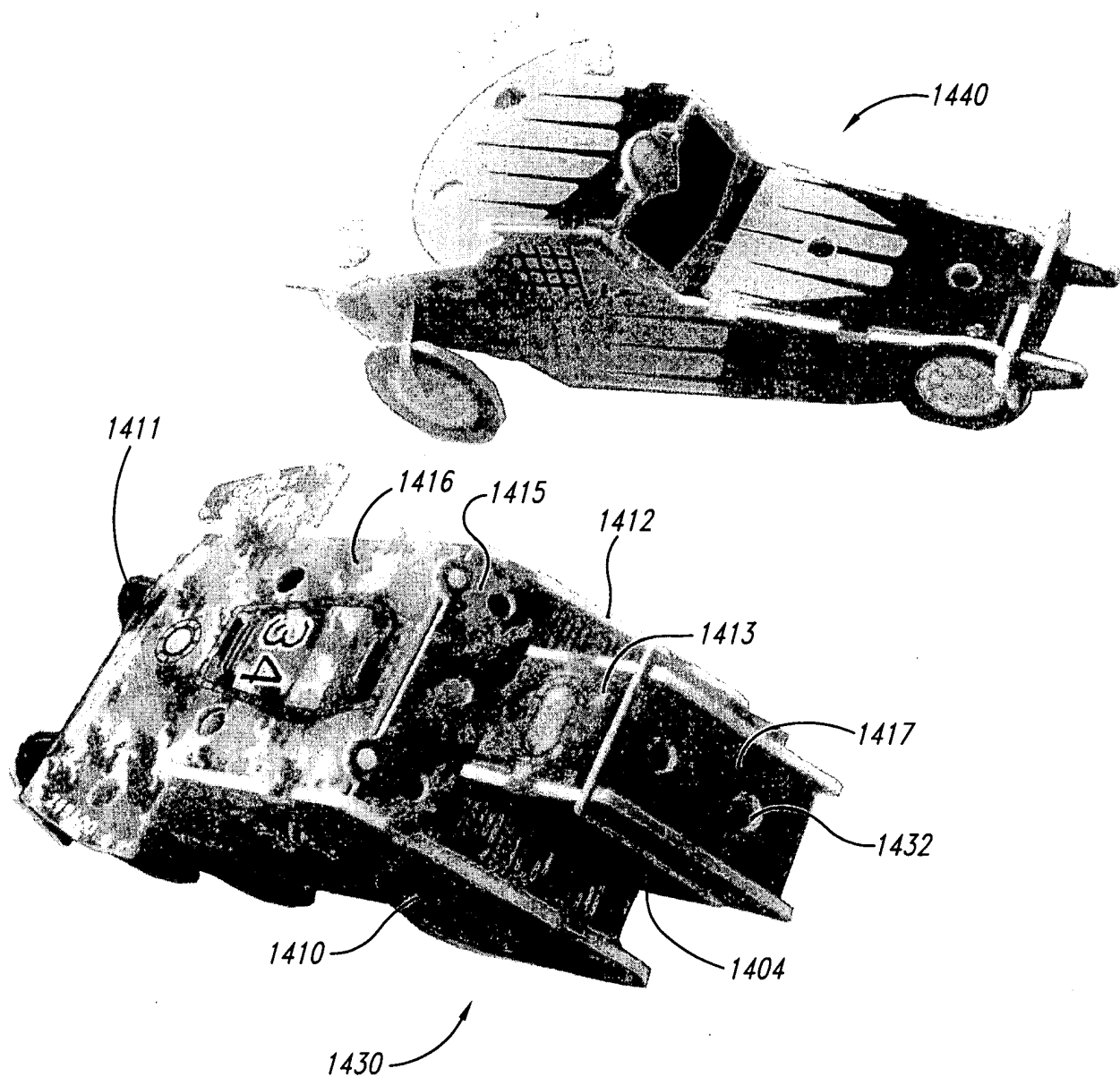


Fig. 14B

REPLACEMENT SHEET

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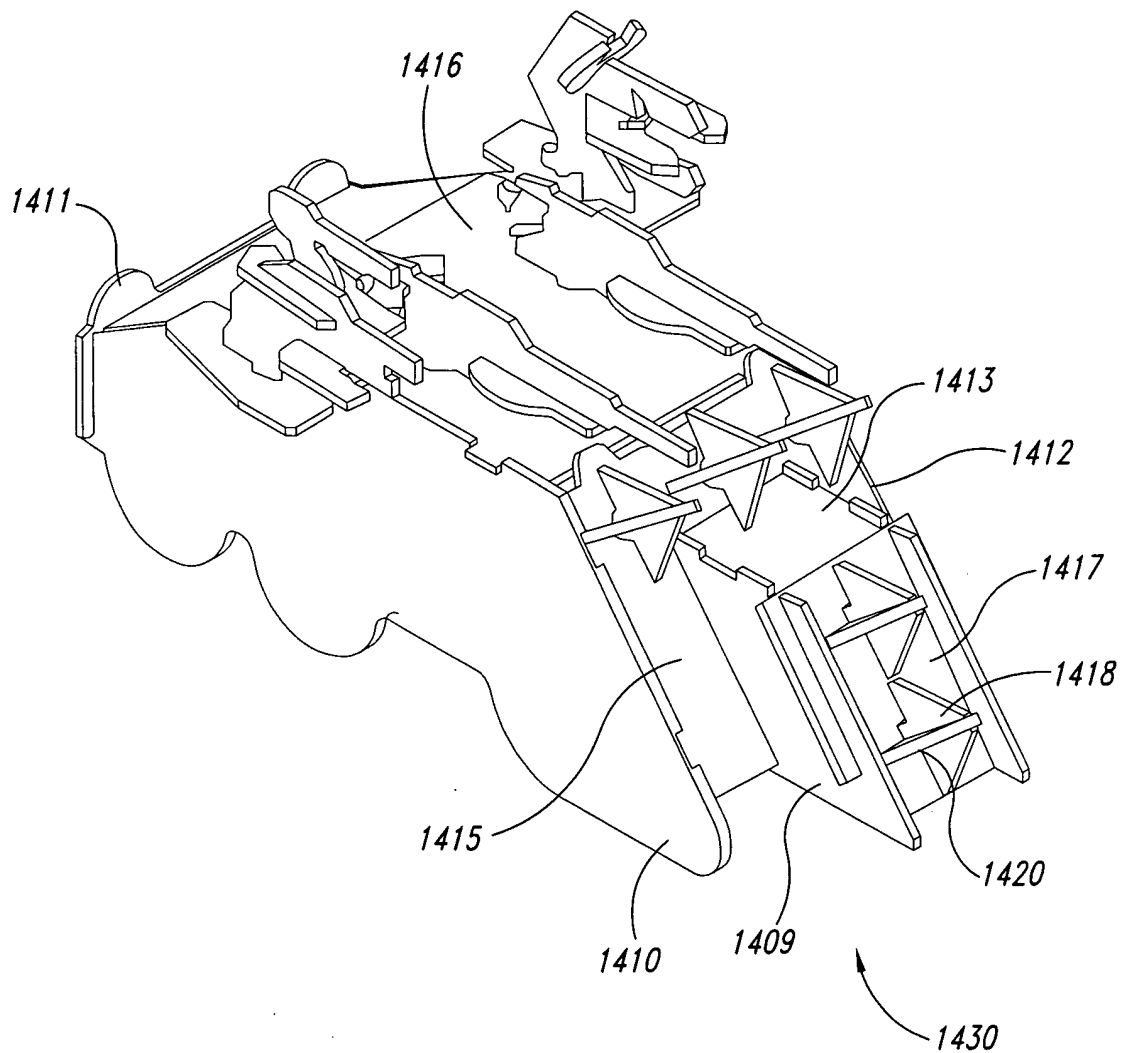


Fig. 14C

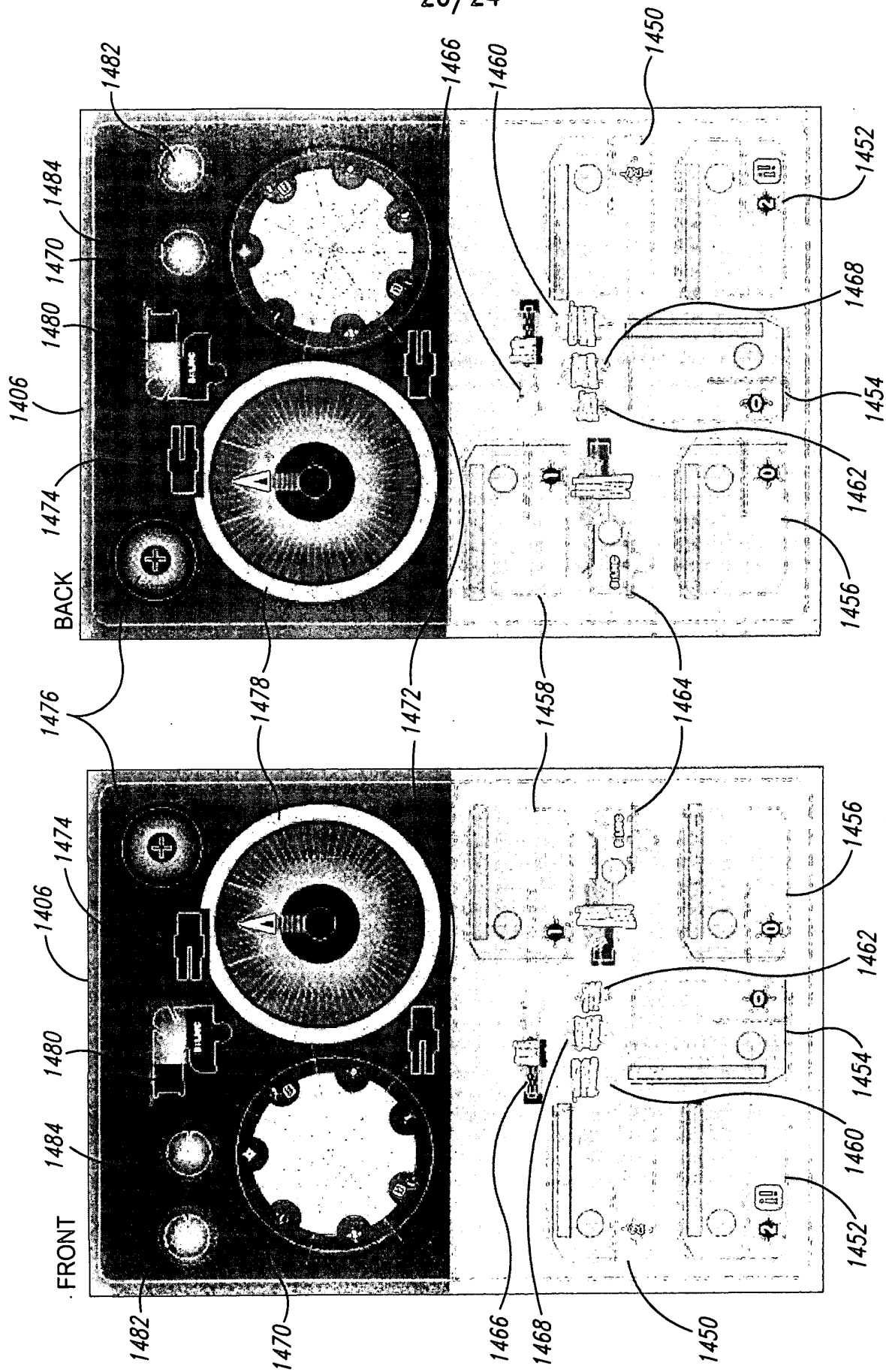


Fig. 14E

Fig. 14D

REPLACEMENT SHEET

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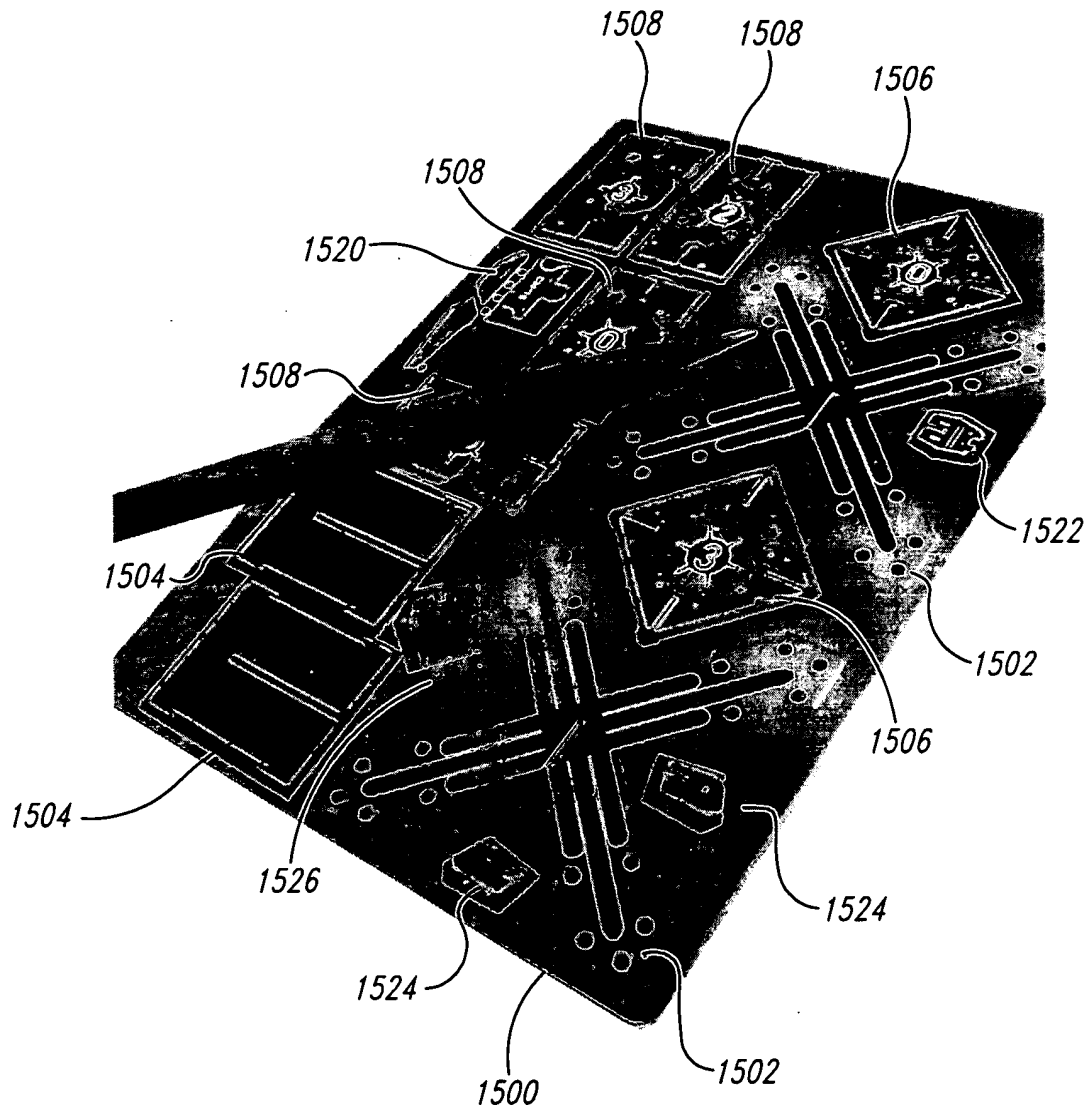


Fig. 15A

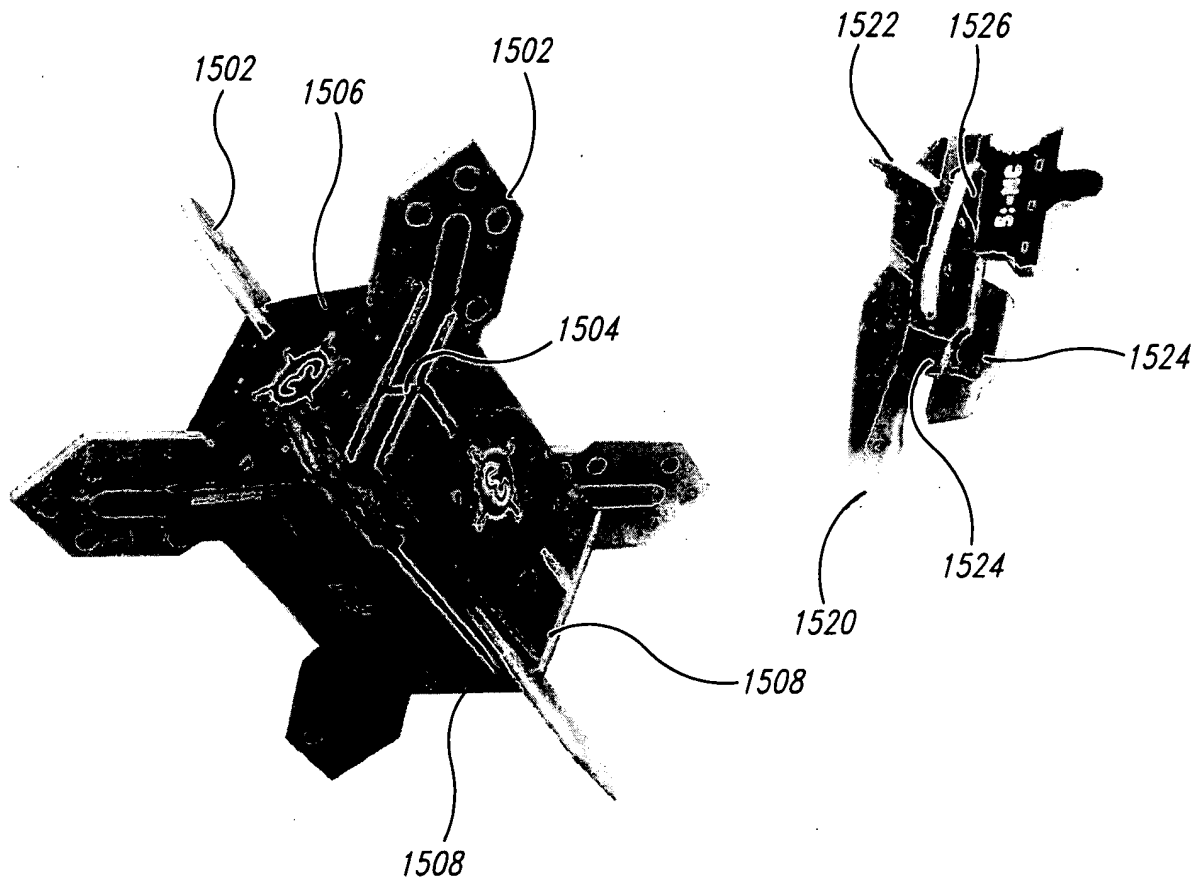


Fig. 15B

ROLLERS

Within any particular silhouette (card) there are several different skins applied to create visual and mechanical variations.

For example, a shotgun-type weapon and its particular roller may be "painted" in a style to make it look like it belongs to the *Speed Brats* faction and its roller may yield a hit 60% of the time, while on the next row down the same shotgun and roller may be "painted" in a *Junkyard Dog* motif and the roller may only yield a hit result 45% of the time.

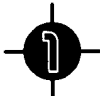
Every roller has a particular number of faces. Each face may yield a different result or combination of results.

The different types of results are:



Damage

you inflict X damage to a target of your opponent's choosing.



Bullseye

You inflict X damage to a target of your choosing.



Backfire

You take X damage.



Stun

your opponent is stunned for the remainder of the round.

The following two icons indicate additional affects and appear in addition to one or more of the above icons:



Full-Auto

Immediately fire again with the same weapon.



Quick Shot

Immediately fire again with a different weapon.

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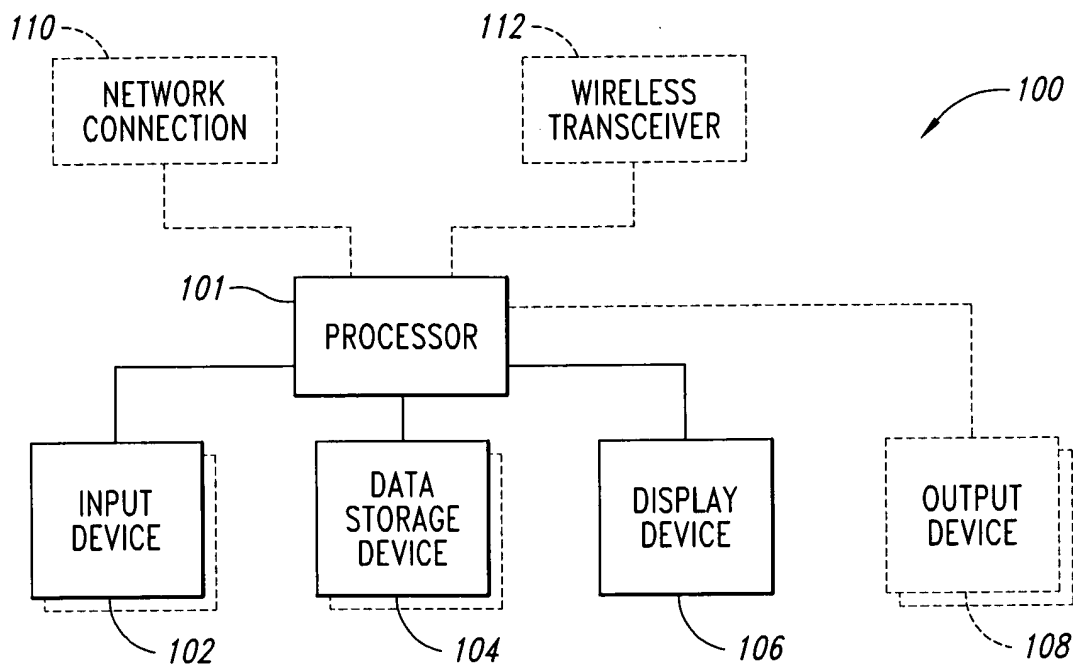


Fig. 17

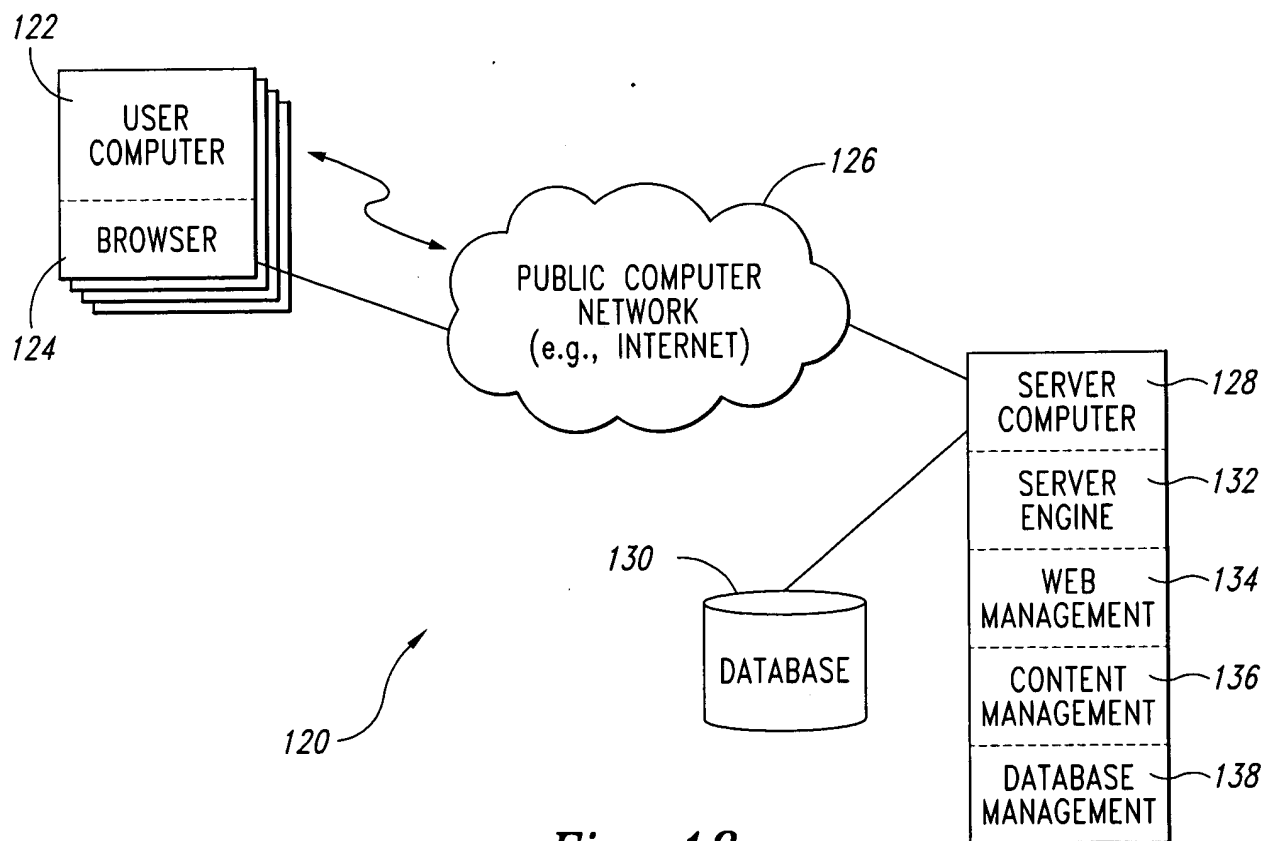


Fig. 18